(54) Title: CHARACTER MANAGEMENT SYSTEM AND SERVICE METHOD THEREOF
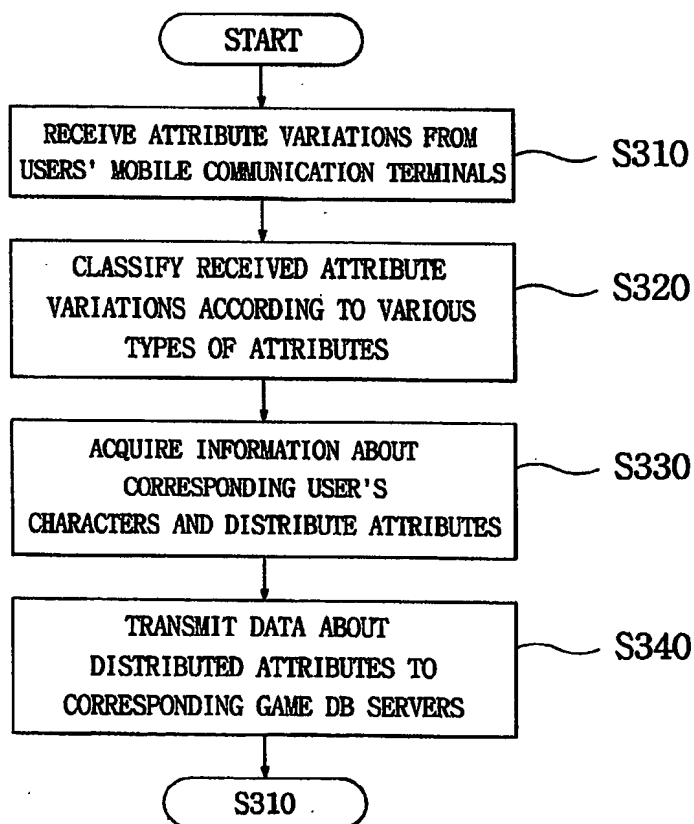
(57) Abstract: The present invention relates, in general, to a character management service system and service method using the same and, more particularly, to a character management service system and service method using the same, which allows the characters of online games to selectively develop offline, thus improving a user's satisfaction. In the method of providing a character management service, attributes of a user's own characters and characters to be developed, and a method of distributing the attributes are registered. A corresponding user downloads mini games, generates data about attribute variations, such as experience levels and ability levels, through play of the mini games, and receives the attribute variations from the mobile communication terminal. The data about the attribute variations according to factors are classified, the classified data are distributed to a plurality of characters registered by the user, and corresponding characters are developed.